

Repligator™ Version 9

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Graphical Effects

Graphical effects transform an image into a new image for example, clouds, relief maps, bubbles, old photographs and so on.

To choose the current effect click on  or hit F6. Hit F7 to let the wizard choose everything, effect and the effect settings, and F8 for variations within a given effect. F9 will allow you to change the settings of the current effect.

See also [Effect Choice Dialog](#).

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General introduction to Repligator™

Repligator is a program to quickly create striking and original new images based on from your own images. You start with a scanned, created or photographed image and apply a graphical effect to it. There is an internal Wizard which can select various settings for you automatically, so all you have to do is import an image and push F7, F8, or F12 .

See also this easy [Repligator tutorial](#).

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Faces, Landscapes and Logos

This page contains a few tips on using Repligator with images of faces, landscapes and logos. As always it is best to import the image and hit F7 a few times to get an idea of what is possible. On the other hand you may like to try a few of the following tips.

Faces

An image of a face can be enhanced by applying the effect using one of the mix. options: Circular Outer-In or Elliptical Outer-In. The mix options dialog is called up by clicking on the "m" icon in the tool bar or the "Properties|Mix" menu item. This will retain the original face (in the center) but will smoothly mix it with the filtered image.

Landscapes

Again, using the mix dialog, but mixing. from Top-Bottom. For examples daylight landscapes can be turned into surreal nighttime landscapes by selecting the StarDust effect and mixing it with Top-Bottom.

You can make a landscape burn by choosing the Swarms effect and setting foreground to yellow and background to red. Then mix Top-Bottom.

Logos

Almost all the effects (with or without mixing) give pleasant effects with black and white logos. Use a paint program (Paint Shop Pro for example) to draw you name white letters on a black background, then import the image into Repligator (via the clipboard or via a file). Some effects are better when the original image is "smoothed". You can do this using the Advanced Selection dialog. (the  icon in the toolbar or the "Properties|Advanced Selection" menu). Simply up the smoothing slider a few notches and the effect will be more generally distributed about the white letters.

Some interesting logo images can be created by mixing left to right or top to bottom with the Swarms effect. Using Clouds on an already cloud transformed logo is fun too

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Optical Art Effect

This Effect is based on Victor Vasarely's SuperNova which was painted between 1959 and 1961. Now you can equal his art and join it with your own images at the click of a mouse button!

If you want to stick to Vasarely's SuperNova style you should restrict yourself to black and white. If you prefer to imagine what he would have produced in color then choose different foreground and background colors.

You can set the number of squares in the x direction with the slider. (The number of squares in y will be worked out automatically.)

You can say that squares change size and or orientation with the geometry radio buttons.

Automatic mode: If you cannot be bothered to change the settings every time use the Wizard chooses check box.

This effect sometimes benefits from anti-aliasing.

Victor Vasarely (1908-1997), Hungarian Op-Art painter.

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The Blue China Effect

This effect was inspired by drawings of the countryside on Victorian teapots and teacups. Normally the teacup is white china with blue cross hatching, and the default colors for this effect are naturally blue and white.

You can change the two colors to be whatever you want. You can also decide to have a frame if you want, and what shape and size that frame will be.

The "density" slider refers to the overall blueness of the final image. Generally it is best to have it at or near 0.5, but you may want to experiment with other settings, it all depends on what you like and your original image.

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Bubbles Effect

This effect creates vertical streams of bubbles based on the original image which you have imported.

As usual, the best way to see the possibilities of a single effect hit **F8** or .

With **F9** or  you can change the settings of the bubble effect. The settings are:

- The total number of bubbles in the image
- The average bubble size as a % of the x dimension of the image
- The foreground color of bubble outlines
- The background of the image
- The highlight color on the bubbles, and from where the light is coming from which forms the highlight

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How to export an image to another application.

If you are used to Windows you will understand the clipboard. The clipboard is used to transfer data from one application to another. If you want to take an image from Repligator to PaintShopPro for example you can copy the image into the clipboard from Repligator and paste it into PSP from the clipboard.

To copy the current image into the clipboard can do one of the following:

- hit control-C
- click on the clipboard icon in the toolbar
- select the COPY command of the EDIT menu

To place the image in another application use that PASTE command in the EDIT menu of the other applicaton.

See also [how to import and image from another application](#) .

See also [copying with a colored border](#) .

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Function Keys and keyboard shortcuts.

Shortcuts for commands are visible at the extreme right of the menu items. Some commands have both a function key and a keyboard letter (Vignette is both F11 and V for example).

- **F1** Help. If you have a dialog box open when you hit F1 then you will be given help for that dialog box.
- **F6**,  Choose effect to apply. Beginners should try F7 first. .
- **F7**, **G**,  Let Repligator decide on all settings and generate a new filtered image. Mnemonic: 7 = lucky, and you trust to the luck of the Wizard with F7. The new image added to the end of the sequence. Mnemonic: G = Go Gah Gah.
- **F8**,  Keep the current effect, but generate variations. The new image added to the end of the sequence.
- **F9**,  Change idea generation settings. The new image added to the end of the sequence.
- **F10**, , Ctrl-I, copy and paste the image internally within Repligator.
- **F11** or **V**, , Vignette effect, like F7 but center of image unchanged.
- **F12**, , will start generating automatically up to 40 new images .
- **ESC** key, , Interrupts, abandons the generation of an image:
- **Ctrl-W** to restore window image size of unzoomed (normal 100% image)
- **Ctrl-Y**, and **forward-arrow-cursor-key** (like REDO in some programs). To go forward one idea in the current sequence use This is equivalent to the forward arrow in the tool bar. This does not generate a new image, just replays one of the ones already created.
- **Ctrl-Z** and **back-arrow-cursor-key** (like UNDO in some programs). To go back one idea in the current sequence use. This is equivalent to the back arrow in the tool bar. Repeatedly hitting **Ctrl-Z** will take you back to the original image in sequence.
- **Alt F4** To end the program, you will be prompted to save any unsaved images.
- + or **Ctrl** + or , Zoom in:
- - or **Ctrl** - or , Zoom out:
- **Ctrl-C**, , to place an image from Repligator into the clipboard.
- **Ctrl-O** to open an image file.
- **Ctrl-V**, , Paste, to get an image from the clipboard into Repligator.
- **F**, , is the Magic Framer .
- **M**, , will bring up the mixing dialog (as long as Repligator is not currently working on an image).
- **Q**, , will bring up the image quality dialog (as long as Repligator is not currently working on an image).
- **S**, , change the advanced image area selection settings.
- **V**,

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How to change the settings of a effect

Toolbar: 
Keyboard: F9
Menu: Properties| effect Settings
Mouse: Double click on the image

Calls a dialog box to control the settings of the current idea sequence or effect.
You can also right click the mouse and select “Settings. . .” from the pop-up menu.
Because idea sequences have different “settings”, each idea sequence or effect has a dialog box of its own.
You can get help on the settings of each individual dialog by hitting F1 while the dialog box is active.
The new image is added to the end of the sequence.

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Technical requirements

Repligator™ runs under Windows-95 , Windows-98, Windows ME, Windows-2000 and Windows-NT.
Repligator™ works best with graphics adaptors with at least 32,000 colors, i.e 16 bit graphics cards. With 256 colors (i.e. 8 bit graphics cards) the results can be disappointing. A minimum of 32MB of RAM is required, 64MB is very adequate, more than 64MB is great.

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Mosaic Effect

To create a mosaic from an image first you must have an image available, or you can import .an image file. Then select Mosaic in the effect type selection dialog.

Every time you hit F8 (or ) a new version of the mosaic will be made.

Use F9 to change the settings of the mosaic. You can change:

- Average tile size. The tile size is measured in % of the x-dimension of the original image.
- Spacing between tiles, measured as a % of the tile size. The larger the spacing the more irregular the tiles become, and the more space of the image is occupied .
- Shape of the mosaic: rectangular or circular or mixed.
- Color(s) of the background of the image, i.e. the color(s) of the space between tiles
- Highlighting of the edges of the tiles. You can choose the color of the highlighting and the direction of the light .

Use  to change image quality. of the mosaic

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How to apply an effect to an Image

Open the image (from a file or via the clipboard) and the first thing Repligator asks you is which effect you want to apply. You can leave the Wizard Chooses box checked, and let Randy choose, or you can uncheck it and choose from the list.

If you want to change the image quality. (final "look" of the image) do one of the following:

- right click the mouse and select image quality from the context menu
- click on  in the toolbar

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Image Quality (or Anti-aliasing)

Image quality is increased by applying a technique called "anti aliasing". This is a method for removing the annoying jagged edges found in many computer graphics images, thus increasing the final quality of the image.

There are 2 image qualities:

- Normal is the fastest and does not remove any jaggies.
- High quality removes the "jaggies" but requires a longer processing time and more computer memory.

Other points:

- The benefits of High image quality are most obvious with small images (less than 1000 pixels on a side).
- With medium sized to large images it is probably better to use Normal as you experiment, and then use High when you find the setting that you want.
- Very large images (more than 1024 pixels on a side) may be perfectly acceptable at NORMAL quality.
- Image Quality settings apply to the sequence in which they are set.
- To change the image quality level use the menu Properties|Image Quality... , or  in the toolbar
- The "Set" button sets the image quality for future generation of images.
- The "Apply Now" sets the image quality for the current and future images. Apply Now means "change the image quality of the current image" .
- Sometimes the apparent quality is less than it is in reality because your image is zoomed out .

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Image mixing

 or Properties | Mix from the menu, or M from the keyboard.

Image mixing is a way of mixing your original image with the filtered image. The various options refer to the way the original image is faded out and the filtered image is faded in. For example "Left Right" means the original image will be fully visible on the left and the filtered image will be fully visible on the right.

If you simply want to mix the whole of the original image with the whole of the filtered image use the EVEN option. This option can be effective with Vorticist and Futurist effects when you mix about 30% of the original with the Filtered image.

If you do not want any mixing then select No Mix in the combo box.

In the case of even image mixing the slider is the % of the original image mixed with the filtered image.

In the case of the other mixing objects the slider is the % of sharpness of the mix. 99% means the divide between image and filtered version is very visible. 1% means the mix is very smooth.

When the "Original Image" slider is enabled, you can shift the place where the mix starts. For example if you mix from bottom to top (bottom has filtered image, top has original image) then setting this slider to 20 will mean that the image changes from the filtered version to the original version 20% from the top of the image.

Think of the Original Image slider as "how much of the original image will be visible".

Elliptical Out In usually means having the Original Image slider somewhere between 30 and 50 for the best results.

The "SET" button sets the mix for the future generation of images.

The "APPLY NOW" applies the selected mix to current images.

You can mix the original and the filtered image by selecting "Check" from the dialog box and then clicking on the Checked Options button.

Advanced users might like to try the Hue Saturation and Value mixing by selecting it from the drop down list and clicking on the Hue Sat Val options button.

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For a practical and easy demonstration see the Tutorial.

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See also Advanced mixing.

See also the easy Vignette effect

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WEB and color fading/mixing

Sometimes you want the image to blend smoothly into some background color. A good example is blending in with a WEB page background color. This is what this effect does.

The most commonly used option is Elliptical Outer-In with a sharpness slider setting of 50%.

To fade to white : Click on "Choose..." and select white from the color dialog. Alternatively in the color edit type FFFFFFFF.

To fade to black : Click on "Choose..." and select black from the color dialog. Alternatively in the color edit type 0000000.

If you have a WEB page you want to fade to and you know the color settings of the HTML data it is easiest for you to simply type in the color edit box the color you find in the HTML page. For example a page could have the following settings:

```
<body bgcolor="#003C00" text="#A0FFA0" link="#00FFFF" vlink="#70A0FF">
```

which would appear near the top of the page. If you would want the Repligator images to appear to blend into this page simply look for the bgcolor numbers (in the above example 003C00) and copy them into the color edit box.

HTML color format: The first two (hexadeximal) numbers specify redness of the color, the second two the greenness of a color and the last two blueness of a color. Here are some more examples:

Black : 000000

Red : FF0000

Green : 00FF00

Blue : 0000FF

Cyan: 00FFFF

White: FFFFFFFF

Other mixing fun can be achieved with [Mixing the original with filtered image](#).

This effect is the only one without a Wizard chooses check box - not much to choose from really eh?

```
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```

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Stardust Effect

The Stardust Effect creates an image of stars where the intensity and concentration of stars depends on the original image: You can change:

- Number of stars: Changes the total number of stars in the image
- Number of stars with spikes: As a percentage of the total number of stars.
- Whether or not spiked stars have halos (circles around the stars) just like photographs.
- The maximum diameter of the spikes (as a % of the diagonal size of the image)
- The amount of background energy, which gives a shadowy effect behind the stars. The form of the shadowy effect is based on the original image.
- The main color of the stars.
- The color of the halos around spiked stars.
- The color of the background.

Increasing the [image quality](#) (IQ icon) can be effective with the StarDust.

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Advanced selection

 or Properties | Advanced selection from the menu.

When an effect works on an image (and it always works on the original image you have imported) it decides how to distribute the objects according to the characteristics of the image. By default you see the most objects or the most changes in the resulting image where the original image is brightest.

You can change which parts of the original image receive most attention from the effect by clicking on the Advanced selection icon in the toolbar.

The rightmost slider is the edge & smoothing slider:

- When the slider is *above* the normal position this applies a smoothing effect to the force field, making changes from one region to another less abrupt.
- When the slider is at the normal position no smoothing of the original image takes place.
- When the slider is in the "edge" position, the effect will look for edges in the original image. An example would be in the StarDust effect. Setting this slider to "edge" will produce stars along the any obvious edges in the original image.

The simulation of smoothing in the thumbnail image is only approximate.

Manipulating the other three sliders you can emphasize parts of the image and de-emphasize others. The main three sliders control Hue, Saturation and Value (the HSV color system).

- Hue: The base (rainbow) color of the color (e.g. red, blue, yellow, etc) . It is measured in degrees and goes from 0 to 360.
- Saturation: The strength of the base color.
 - White black and grey all have zero saturation.
 - Pastel colors have medium saturation,
 - Strong (and primary) colors have maximum saturation)
 - Brown, dark green etc. have low saturation.
- Value: The brightness of the color.
 - Black has zero value
 - White has maximum value
 - Pastel colors have high value

The areas closest in color to that which you see in the rectangle above the slider are the areas which have most force for the effect. Here are some common settings:

- If all sliders apart from Value are at zero, then the force field looks like a black and white version of the original bitmap. This is the default and can be set with the Default button.
- If the Saturation and Value are at maximum, then the Hue slider determines the force of the field. In this case you can choose Hue to select areas of a given color. In this way you can select green with the Hue slider and the parts of the image which are most similar to this green will have the most "importance" or "force" in the final image.

You can mix and match all sliders to give you the force field you find most pleasing. If you get lost simply hit the default button.

The invert check box is for reversing the effect of the force field, so if, with the sliders, you chose highly saturated areas, clicking invert would give more force (white areas) to the unsaturated area. An example of the use of the invert check box is changing mountains into lakes and lakes into mountains with the Relief Map effect .

To use the invert check box you must go into manual mode (switch off the "Wizard chooses" check boxes in the effect you are interested in) .

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Marilyn Warhol Effect

This Effect lets you create images like the one Andy Warhol became famous for with his screen prints of Marilyn Monroe: repeated versions of a photograph with different solid colors in each screen print.

You can allow Repligator™ to choose all the settings by clicking on the Wizard chooses check box. Then just hit F8 till an image which you like is created.

- Horizontal images: how many images to tile horizontally.
- Vertical images: how many images to tile vertically.
- Splodge: How splodgy was Andy's ink? A value from 0 (not at all splodgy) to 5 (very splodgy)
- Number of inks: How many inks did Andy use for each image.
- How strong is the hand of Andy? A strong hand leave good clean solid color, a weak hand leaves dirty horizontal discolorations, he was not concentrating as he dragged the squeegee over the silk screen.

Andy Warhol (1928-1987) an American pop artist and film maker. His films include Chelsea Girls and Trash. Collaborated with the Velvet Underground and Lou Reed in the multimedia event the Exploding Plastic Inevitable. (This was when multimedia meant multimedia and not a computer screen with a couple of speakers). His garish silk-screen prints were made at his New York studio The Factory.

See also [Pop-Art](#) , [Marilyn Warhol](#) and [Psychedelic Art](#) effects.

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The Swarms Effect

This Effect simulates swarms of insects, but in fact changing the settings you can also get the following effect of fiery sparks, colored pencil sketches and general oddness by playing with the settings.

HINTS:

- The best way to investigate this Effect is to set the Wizard chooses check box, and hit F8 several times. Once you find an image which you like switch off the automatic choice and fiddle with the settings by hand.
- Changing the image quality. () can effect the image substantially.
- Use the mix. () options to leave a part of the original image in the final one
- Switch off the wizard and switch on the "from image" check box to get a colored pencils effect.

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How to import an image file.

Use the opening folder button in the toolbar or use the File|Open Image File menu entry. Select the format you want from the drop-down list at the bottom of the file open dialog (for example JPG or TGA).

You can also import an image using the Windows clipboard. In another application (for example Paint Shop Pro) select Copy from the Edit menu. Then click in the Repligator™ window and select Paste from the Edit menu.

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See also [copying from Repligator to another application](#) .

See also [copying with a colored border](#) .

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Zoom commands

You can reduce the *apparent* size of the image by using the zoom commands.

From the menu View : choose one of the predefined zooms

From the keyboard: + and - keys of the numeric keypad, `Ctrl +` and `Ctrl -` also works.

Right mouse button: Choose the zoom in or zoom out command

To see the image "real size" use the View menu, View Size Normal item.

See also [Automatic Zooming](#) for large images.

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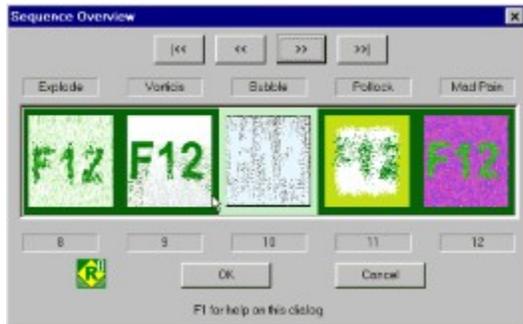
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The Sequence Overview Dialog

When you have created various filtered versions of your original image you may want to go to a specific one. Using the sequence overview dialog you can see several thumbnail versions of the current sequence at once. A single sequence may contain up to 120 images.

From the menu select View|Sequence Overview:



Use the cassette player buttons above the thumbnails to move the sequence backwards and forwards, and double click on the image which you want to re-create. If you hit OK then the image in the central window will be re-created. If you hit CANCEL then the image will stay as it is.

An alternative to this dialog is to use the cassette buttons in the tool bar, but this only allows movement one frame at a time, or to the very first or very last image in the sequence.

The keyboard arrow keys (left and right) also allow movement within a sequence one image at a time.

New images (created with F7, F8 or F9, F11 or F12) are always added to the end of a sequence.

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The Effect Choice Dialog

Toolbar: 
Keyboard : F6
Menu: Properties | Choose effect

This dialog pops up when you first import an image into the program. It allows you to choose which Effect to apply to the original image.

If you are a beginner the way to see the possibilities is to leave Wizard chooses check box active (there is a check in the little square) and then repeatedly hit F7 or  in the toolbar.

When you first import an image, if you do not want an effect to be applied (i.e. you want the original image to be left as it is) then choose "No Change".

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Complete List of Effects

The best way to have a look at what effects currently exist is to import an image and hit F12 (thus generating 40 images).

Anyway, if you want to do it the *hard* way, here is a complete list:

- Abstract Art Frame Effect
- Banya
- Blue China
- Bubbles
- Clouds
- Colored Contours Effect (New in V9).
- Color Television
- Colored Balls
- Crazy Paving
- Cross Stitch Effect
- Cubist
- Dalmation Illusion
- Diamond Drops Effect (New in V9).
- Dice Effect
- Ditsies Effect.(New in V9).
- Embroidery
- Emergence (New in V9).
- Ethnic Effect
- Explosion
- Fallen Leaves
- Fallen Letters
- Flowers
- Futurist
- Graded Dots (New in V9).
- Haaisi
- Indigo
- Image Chaos Order
- Ivy
- Klee
- Liquid Energy
- Mad Painter
- Marilyn Warhol
- Mist
- Mondrian
- Mosaic
- Monitor
- Net
- Newsprint Effect
- Number Puzzle
- Old Film
- Op Art
- Parnassum
- Pearls on Silk
- Peeling plaster
- Phases
- Pointillism
- Pollock
- Pop-Art

- [Primitive Art](#)
- [Psychedelic Art Effect](#) (New in V9).
- [Relief Map](#)
- [Ribbons Effect](#) (New in V9).
- [Riley Optical Art](#)
- [Rorschach Effect](#)
- [Sepia Print Effect](#) (New in V9).
- [Sliced Image Effect](#) (New in V9).
- [Spectral Transform](#)
- [Spider's Web Effect](#)
- [Spiralize Effect](#)
- [Spirals Effect](#) (New in V9).
- [Sonar](#)
- [StarDust](#)
- [Swarms](#)
- [Tobey Painting Effect](#)
- [Tekno Frag](#)
- [Text](#)
- [Vorticist](#)
- [Warp Print Effect](#)
- [WEB fading](#)
- [Wood](#)

With most effects you can change:

- How the filtered image is mixed with the original image.
- How the original image influences the effect using Advanced Selection.
- The quality of the final image.

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Wood Effect

This Effect creates wood grain based on the original image which you have imported.

With F9 or the slider bar icon you can change the following settings of the Effect:

- Grain Width: The width of the grain. Narrow width grain follows the original image closely, and gives the idea of "knotted" wood.
- Wood Type: The color scheme of the wood.

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Relief Map Effect

This Effect creates relief maps whose mountains and lakes depend on the original image.

To see what is possible import and image, select this Effect, and then repeatedly hit F8 or the clouds icon in the tool bar.

You can change the following Effect settings manually (F9 key or  toolbar button):

- Sea Level: Where the Sea Starts. A Sea Level of 0% means that there is no water in the image.
- Hill: Where the hills start. The sea is surrounded by plains. Then as we go up in the landscape the hills start. If the hills are at the same level as the Sea Level then the plains are very narrow or non-existent.
- Rock: Where barren rock starts in the landscape. Below barren rock are the hills. Above barren rock is snow
- Snow Line: Where the snow line is. If the Snow Line is set to 100% then there is no snow in the image

The levels must be set so that SeaLevel is at or below Hill, while Barren is at or below Snow Line. The sliders will not move out of the ranges. You should see the sliders in a staircase pattern rising from left to right. (They can all be at the same level of course, but that would not be much fun would it?)

Normally the relief map created looks like a relief map on mother Earth. If you change the colors of the various levels above sea level you can get science fiction (Mars, Venus, etc) type relief maps.

You can also add contour lines and height numbers along the lines, to make it look like a MAP rather than just an aerial view.

Finally you can choose the colors of the various areas of the "map".

TIP: To make lakes into mountains and mountains into lakes use Invert in the advanced selection dialog.

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How An Alien Insect Sees It Effect

The Haaisi Effect is how an alien insect would see the image you give it. Really. You can change the four base colors the alien insect uses to interpret what it sees with its multifaceted eyes.

You can also change how much detail the insert sees (how many facets its eyes have) using the detail slider.

As usual with Effects you can let Repligator choose the colors for you by clicking Wizard chooses then OK and then F8 to generate various versions of the Haaisi transformed image.

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Installing Repligator™

To install Repligator click on SetupR6.Exe

To uninstall Repligator click on your Windows Control Panel Add/Remove programs and select Repligator

Technical support: support@ransen.com

WEB page : <http://www.ransen.com>

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Image Idea Sequences

Image Idea Sequences are runs of images all produced from the very first original image. The sequence of ideas can be viewed in a thumbnail version using the [Image Sequence Overview Dialog](#).

Every time you hit [F7](#) or [F8](#) and a new image is created this new image is added to the sequence. This allows you to create and view many image ideas quickly.

This sequence is a simple but key idea of Repligator. While the Repligator™ is running, any images in open sequences are not lost, you can go back to them. This allows a sort of Evolutionary Art. Going back to an image idea which you liked you can change the settings for the Effect applied (by hitting [F9](#) or clicking on the slider icon) to get just the effect you like.

The sequence of images is stored within Repligator in a very compact form. Only if you decide to save an image from the sequence will you use up any space on your hard disk.

As well as using the using the [Image Sequence Overview Dialog](#), you can move about within an image sequence by using the green "cassette" buttons in the toolbar:



or the forward and backward arrow keys on the keyboard.

The current version of Repligator can have up to 120 images in a single sequence.

You can create 40 new images in one go the [Automatic Multiple Image Generator](#).

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[Image Sequence Overview Dialog](#)

What the hell has Edward de Bono, Brian Eno, Robert Fripp and Ramon Llull got to do with all this?

Ramon Llull was a philosopher born at Palma di Maiorca in Spain in the year 1232. Apart from trying to prove all the main tenets of Christianity using numbers he also invented a precursor to Lateral Thinking. He invented a technique using concentric disks on which were written words or letters, and twisting the disks around you could get surprising combinations. Here are a couple of the questions which popped out of his rotating disks were:

Where does the flame go when a candle is put out?

Where does the cold go when a stone is warmed?

Edward de Bono invented the technique of Lateral Thinking, and explains it in his book of the same name. It contains lots of suggestions for getting a different view on a problem, including using random dictionary entries.

Brian Eno and Robert Fripp used a set of cards, Oblique Strategies, in order to get themselves out of artistic dilemmas when they were making music in the studio. The original set of cards was designed by Brian Eno and Peter Schmidt. Peter Schmidt was the artist who designed the cover to "Wind on Water" by Fripp & Eno.

Lullian questions, Lateral Thinking and Oblique Strategies are designed to force a new view on a problem or situation. They knock the brain into a new universe, where it sees things in a different light.

Repligator™ does the same thing when you use the F7 key (or  in the toolbar). It has been designed to transform existing images into something else. It has been designed to allow serendipity and synchronicity and chance and chaos to combine to create something new.

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(Don't confuse The Bono with Edward de Bono. One sings songs, the other writes books.)

Image Properties

This dialog simply tells you the properties of the sequence and the current image.

Original: The name of the original image in this sequence.

Effect: The name of the effect which produced current image.

Saved as: The name of the file this image has been saved to (if you have saved it).

This dialog also tells you:

- the number of the image within the sequence,
- the size of the image in pixels and bytes.

To get an overview of the whole sequence see [Image Sequence Overview Dialog](#) .

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Differences between DEMO and FULL versions of Repligator™

What you get with the full version of Repligator:

1. Saving of image files enabled
2. Copying to the clipboard enabled
3. Permission to use images produced by Repligator
4. Discounts on major new releases
5. Free email technical support (email : ransen@nemo.it)
6. Longer Image Idea Sequences
7. More sequences open at the same time
8. Advanced selection when mixing is enabled
9. Ability to switch off the Tip Of The Day

The demo version is not intended as software to be used to produce work to be published (as images on WEB pages for example, or in company magazines and leaflets). When you use the demo version it is for evaluation only and you have no permission to publish the resulting images.

(Note: Email technical support is free. However, we reserve the right to terminate support to users who, in our judgement are unreasonable or abusive, or who have system or other difficulties beyond the scope of this software.)

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Yes! Even the tip of the day dialog has help!

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The Eagle

He grasps the crag with crooked hands,
Close to the sun, in lonely lands,
Ring'd with the azure world he stands

Alfred Lord Tennyson

2nd Verse.

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Last verse

The wrinkled sea beneath him crawls,
He watches from his mountain walls,
And like a thunderbolt he falls.

Alfred Lord Tennyson

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First Verse.
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Ordering Repligator™ and other contact addresses

Price: The full version of Repligator costs **US\$ 34.95** (July 2002, Version 9).

{button Buy Now,EF('http://www.ransen.com/repligator/buy.htm','',1)}

For fax, phone, or postal registration in North America:

The Saelig Company,
1 Cabernet Circle,
Fairport,
NY 14450
USA
Fax: 716-425-3835
Tel: 716-425-3753
saelig@aol.com

(See <http://www.ransen.com> for an up-to-date list of authorised distributors. Note that copies bought from unauthorised distributors do not qualify for technical support or upgrade discounts, and that users may be in violation of national laws. The demo/evaluation version can be distributed freely)

World Wide Web:

<http://www.ransen.com>

Technical and other enquiries:

Owen F. Ransen
email: support@ransen.com

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The Mad Painter Effect

This Effect transforms your original image into a painting by a mad artist. He's pretty gah gah, but you can tell him:

- The number of brush strokes he'll use in the painting
- The average stroke width.
- The average stroke length.
- The irregularity of the strokes (the madness of the painter).
- Paint over the original image or paint over some colored paper background .

A similar Effect is the Paul Klee effect.

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The Paul Klee Effect

This Effect transforms your original image into a painting by Paul Klee. The style is specific to a particular painting, Dune Flora (1923). You can change:

- How many brush strokes used across the width of the image.
- The freedom in choosing the color of each stroke.

The original painting was a landscape, and this effect gives interesting painterly images when the original image is a landscape.

A similar effect is the [Mad Painter effect](#).

See also the [Parnassum](#) effect, also based on a painting by Paul Klee.

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The Misty Effect

This Effect transforms you image into a misty place. For conventional mist choose color A to be black and color B to be white. For alien mist choose colorful colors or let the Wizard choose and hit F8 a few times to generate images to choose from.

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The Clouds Effect

This Effect transforms the original image into a cloud filled sky.

You can leave the Wizard to change the parameters for you (which happens every time you hit F8) or you can set them yourself.

The colors you can change are:

- High Sky : the color of the sky at the top of the image
- Low Sky: the color of the sky at the horizon
- Cloud Light: the color of clouds when they are light
- Cloud Dark: the color of clouds when they are dark
- Backlight: the color of the "silver" lining of the clouds

By increasing the Horizon Effect slider value the clouds tend to become flatter the closer they are to the bottom of the image (the "horizon" of the image) .

You can increase the cloud cover in the image using the Cloud Cover slider. This is a rough %. When the image is binary (only two colors and no subtle shading) this slider is practically ignored

You can increase the "detail" of the clouds using the Cloud Detail slider. The smaller the number the fluffier the clouds, the higher the number the more detailed the clouds. Higher detail takes longer.

TIP: If you want to turn some letters into cloudy sunset sky you should do the following steps:

- With a paint program draw the letters in black on a white ground (or vice versa).
- Copy the image to the clipboard and paste it into Repligator.
- Apply the clouds Effect.
- If the letters are too well defined use the SEL toolbar button to bring up the advanced selection dialog.
- Increase the smoothing and hit Apply Now.
- Copy and paste internally (F10 or ) the resulting image. This gives you a clouds of clouds transformation.
- Select the Clouds Effect again
- Hit F8 till you come up with something you like.

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The Fallen Letters Effect

This Effect transforms your original image into letters which have fallen in positions, angles, and sizes determined by your original image. The easiest way to experiment with this Effect is to activate Wizard Chooses (click on the Wizard Chooses box so that a little cross is visible and all the other controls become "greyed-out") and then to hit F8 a few times.

You can choose:

- The letters to be used, there must be at least one letter. Obviously you will not see any spaces in the final image.
- The total number of letters to be drawn in the image.
- The average letter size as a % of the width of the image.
- The font to be used. Ignore that the "size" control in the font selection, this is done using the slider in the main dialog described above.
- How the distribution ("Intensity") and "Size" of letters changes over the images,
- The color of the letters, a single solid color, a random color, or a color based on the color at the position of the letter in the original image.
- You can choose to have the letters drawn over the original image or on a colored background .

As with all Effects you can change:

- How the filtered image is mixed with the original image.
- How the original image influences the effect using Advanced Selection.
- The quality of the final image.

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Thanks to beta tester and programming helpers

You have no idea how much grief writing a program like Repligator can cause, not just to the author but also to beta testers and people who help in finding the best solution to technical programming questions.

So, thanks to, (in alpha-numeric-last-name order {to avoid squabbles and litigation}) :

Karen Appleby,
Marsha Casey,
Biba A. Cat,
Stephanie Dawson,
Tim Jones,
Jenny Jdesigns,
Judith Johnston,
Charles Knowlton,
Alison Lister,
Buck Shield,

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Liquid Energy Effect

This Effect transforms your original image into a liquid energy of various colors. As with most Effects you'll probably get better results by letting the Wizard experiment (repeatedly hitting F9 once you have selected this effect) and choosing the results you like best.

As with all Effects you can change:

- How the filtered image is mixed with the original image.
- How the original image influences the effect using Advanced Selection.

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Ozimandias

I met a traveller from an antique land
Who said: Two vast and trunkless legs of stone
Stand in the desert . . . near them, on the sand
Half sunk, a shattered visage lies, whose frown,
And wrinkled lip, and sneer of cold command,
Tell that its sculptor well those passions read
Which yet survive, stamped on these lifeless things
The hand that mocked them, and the heart that fed :
And on the pedestal these words appear :
'My name is Ozimandias, king of kings :
Look on my works ye Mighty and despair !'
Nothing beside remains. Round the decay
Of that colossal wreck, boundless and bare
The lone and level sands stretch far away.

P.B.Shelley 1819.

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Banya Effect

This Effect transforms your original image into a painting by Victor Vasarely (the Optical Artist). Honest. It just looks like 1960s wallpaper. It is based on his 0519- BANYA painting (1964). It works well when simple black and white images (for example a disk, or a triangle, or a strong logo) are used as the original image.

The colors of the shapes change according to the original image. You can change the colors and also change the number of grid squares.

A good way to experiment with this Effect is to simply hit F8 once it has been selected.

Although it looks purely "digital" this effect can benefit from increased image quality.

For more data on Victor Vasarely see the OpArt effect.

As with all Effects you can change:

- How the filtered image is mixed with the original image.
- How the original image influences the effect using Advanced Selection.

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Net Effect

This Effect will cast a net (Spanish) over your image.

You can select how many (vertical) threads are in the net. The number of horizontal threads (if they exist) is calculated automatically.

Using the geometry combo-box you can have just horizontal or vertical threads.

The "Thread blur" check box draws the threads thicker and with a different colored outline.

You can choose to have the original image show through or select the background color(s) .

As with all Effects you can change:

- How the filtered image is mixed with the original image.
- How the original image influences the effect using Advanced Selection.

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Tutorial

Click on the button below to run the tutorial. They are WEB pages copied onto your disk during the installation, so there is no need to connect up to the Internet.

{button Quick Start Tutorial,EF('tutorial/tutorials.htm','',1)}

Depending on how your computer is setup clicking on the above button may not work. In that case simply use Windows explorer to find the file TUTORIALS.HTM which will be in your Replig9 Tutorial folder.

{button Click here to buy Repligator now (US\$ 34.95),EF('http://www.ransen.com/repligator/buy.htm','',1)}

Another tutorial, Pick'n'Mix.

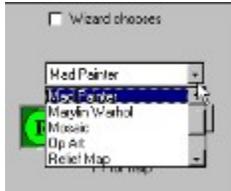
This tutorial is about how to mix an filtered image with its original.

Step 1 Getting an image into Repligator

Use the File|Open Image File menu to open one of the JPG images supplied, just as you did in the first tutorial

Step 2 Picking the Effect yourself

When Repligator asks what Effect to use, switch off the Wizard chooses option and click on the list box down triangle:



Now choose Marilyn Warhol and click OK.

Step 3 Letting the Wizard choose the settings

Now you have chosen the Effect, but we'll let the Wizard choose the Effect settings. So when the Marilyn Warhol settings dialog pops up accept the default (Wizard chooses, all other controls greyed out) and hit OK.

Step 4 Creating variations on a theme

F8 is like F7 except that the effect does not change, only the settings for that effect. Hit F8 to generate 5 or 6 images from the original.

Step 5 Finding an image idea you like

In the first tutorial we used the green cassette buttons  in the toolbar to move around within the sequence. This time try the forward and backward cursor keys on the keyboard.

Step 6 Mixing the original image with the filtered

Now choose  from the toolbar (or Properties|Mix from the menu) and select Left-Right in the combo box, and then on Apply. The original image and the current image will be mixed together, with the filtered image on the left fading to the original image on the right.

Step 7 Experimenting with other mixing options

Using Properties|Mix... try the other mixing options. One of the most used options is elliptical outer-in.

Step 8 Save and eat.

Whenever you find an image you like you can save it with the File | Save Image File menu. Then you can go out and eat a pizza.

With a full stomach, [click here to learn about the advanced mixing options.](#)

If you haven't yet, then see this [easy tutorial.](#)

The Repligator WEB site has other tutorials, see <http://www.ransen.com> .

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Old Film Effect

This Effect transforms your image into an old dirty black and white photograph or movie picture frame. Great.

You can change the dirtyness of the image (hair and dust scattered all over the thing).

The Vertical scratches gives the image the look of being taken from an old movie film.

You can check the Sprockets check box to draw sprocket holes along the side of the image

You can check the Film processing errors check box to give the image that "idiot chemist was drunk when he processed the film" look.

If you do not check Film processing errors then the black and white image appearance can be set by the using the Advanced Selection dialog. box.

Switching to high image quality (IQ icon. in toolbar) has a noticeable effect on the image when there is lots of hair and dust on it. It looks more realistically hairy and dusty.

TIP: To make the image look as if it is a single frame from an old movie film put Vertical scratches at some non-zero value and enable Sprockets.

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The Phases effect

This Effect transforms your image into an array of images showing the phases of the moon or a planet. You can leave the Wizard to choose (check Wizard box, hit OK and then hit F8 to generate more Wizard selected images) or choose manually the following things:

- The number of planets: How many disks there are in the image, counted in the horizontal direction.
- Planet diameter: How much space the planet occupies, as a % of the diameter.
- The colors of the planet and the background
- Textured surface: Whether or not the planet has any "texture" on it, and if so what color that "texture" will be.

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The Ivy effect

This Effect will grow an Ivy plant over (or simply following) the the original image. You can change:

- The density of growth, ie. how many leaves there are in the ivy occupied areas.
- The area covered, it allows you to set roughly how much of the image is covered with Ivy. Note that if the image is a simple sharp two tone image (like the example F7.JPG image which comes with Repligator) then the Randy the Wizard ignores this setting.
- The colors of the leaves and their outlines.
- Whether or not the ivy is drawn over the original image or on a colored background, or over a brick wall (the settings of which you can change).

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Explosion Effect

This Effect transforms your image into an explosion or firework display. There are many things you can alter to get very different effects.

Frightening isn't it? The dialog box I mean. But it is all very simple. As usual the best way to see what can be done is to let the Wizard choose and push F8 a few times. If you really want to fiddle you can:

Colors

- Choose if the starting and ending colors originate from the original image or not.
- Choose the starting and ending colors of the tracers of the explosion.
- You can choose the background color(s) , or set the background to the original image.

For example each trace could always start with the color of the original image at that point, and end in red. In that case you'd click on (checked) Start with image , click off (unchecked) End with image, and then choose a red color with the select button.

Form

- You can select how many tracers will be in the explosion using the Number of tracers edit box and/or slider,
- You can change the trace length using the Trace length edit box and/to slider. Measured as a % of the diagonal size of the original image. As if you care.
- You can change how big the end of the tracers are using the Trace ending width controls. Tracers start thin and can grow larger towards the end. Big deal.
- The Gravity effect slider will force the tracers to head for Earth (bottom of the image). A gravity effect of 0 is like an explosion in space. The tracers just shoot out from the center without falling to Earth.

NB: If you deselect Start from image **and** End from image then the resulting image will have next to nothing to do with the original. But you might get some nice fireworks effects.

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Function and shortcut keys

The Painted Veil

Lift not the painted veil which those who live
Call life : though unreal shapes be pictured there,
And it but mimic all we would believe
With colours idly spread, - behind, lurk Fear
And Hope, twin Destinies ; who ever weave
Their shadows, o'er the chasm, sightless and drear.
I knew one who had lifted it - he sought,
For his lost heart was tender, things to love,
But found them not, alas! nor was there aught
The world contains, the which he could approve.
Through the unheeding many he did move,
A splendour among shadows, a bright blot
Upon this gloomy scene, a Spirit that strove
For Truth, and like the Preacher found it not.

P.B.Shelley 1818.

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List of effects.

WEB Safe Colors

Some colors are good on the WEB, some not. Lynda Weinman has written books and WEB pages on the subject.

WEB resources:

<http://www.lynda.com>

<http://www.lynda.com/hex.html>

<http://www.lynda.com/books.html>

Books by Lynda Weinman:

Designing Web Graphics.2

Deconstructing Web Graphics

Coloring Web Graphics

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[WEB Fading effect.](#)

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The Empty Page

Boo!

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Function and shortcut keys

Please make cheques payable to: Aquarian Technologies.

Mail to:

Aquarian Technologies
PO Box 820
Castlemaine, VIC, 3450
Australia.

[Click here for registration in North America and the rest of the world](#)

Flowers Effect

This turns your image into a field of flowers with a field of leaves in the background. Most of the options are self-explanatory, and as usual it is best to let the Wizard choose and push F8 a few times to see what pops up and what is possible

The size of a petal or leaf is as a % of the length of the diagonal of the original image. The width of a petal or leaf is its "fatness".

The Variability slider changes the range of colors used. Low variability give a very schematic screen print type of image, high variability is more generous with the palette.

Use high image quality for best effects when your original image is small.

This effect is best used in one of two ways:

- If the original image is a simple black and white image with solid edges (like the F7.JPG example) then use it with or without image mixing
- If the original image is quite complex, with many colors you may prefer to use this with elliptical in/out mixing to form a nice vignette effect.

See also [mixing](#).

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[What is an Image Idea Sequence](#) .

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What is Repligator™ ?

Repligator is a program to quickly create striking and original new images based on your own images. You start with an image (which maybe you created in a paint program or scanned in) and apply effects to it. There is an internal Wizard which can select various settings for you automatically, so all you have to do is import an image and push F7 a few times.

To get to know 90% of the capabilities of Repligator see also this easy [tutorial](#).

How should I use Repligator™?

You normally follow the following steps:

- 1 [Import an image](#) using the clipboard or from a file
- 2 When the [choose effect dialog](#) dialog pops make sure that the [Wizard chooses](#) check box is not empty (i.e. that it has a cross in it) and hit [OK](#)
- 3 Look at the resulting image. Hmm.
- 4 Hit [F7](#) to create another one (Effect and settings chosen by the Wizard).
- 5 Hit [F7](#) again and again, so adding image ideas to the sequence.
- 5 If you find a filtered image which you like start to hit [F8](#) , which stops changing the Effect, but simply changes the settings of the Effect.
- 6 Fine tuning: Once you have seen an image which you like use [F9](#) or the slider icon to set the Effect settings explicitly. You have to switch off the [Wizard chooses](#) check box for that Effect to do this.
- 7 If you want more images hit [F7](#) again, and the Wizard will take over again.

To get help for a particular dialog box simply hit [F1](#) when the dialog box is visible.

{button Click here to buy Repligator now (US\$ 34.95),EF('http://www.ransen.com/repligator/buy.htm',',1)}

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Primitive Art Effect

In 1898, in some previously hidden caves near Legnano, Italy, some primitive glass pottery was found. The decoration on the pots consisted of glowing abstract patterns made up of lines and rings of various shapes. This effect transforms your original image into one of these primitive designs.

You can change:

- The background, line and "feature" colors.
- The density of the patterning, density slider to the extreme right sets high density.
- The area of the image covered by the patterns (roughly).
- The "feature" shape at the joins of the lines (Circle, Square or Triangle).
- The size of the features.

This effect is best used in one of two ways:

- If the original image is a simple black and white image with solid edges (like the F7.JPG example) then use it with or without image mixing
- If the original image is quite complex, with many colors you may prefer to use this with elliptical in/out mixing to form a nice vignette effect.

See also [mixing](#).

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Text Effect

Do you remember when computer graphics meant printing images with text printers? Well this effect does it even better!

- The phrase contains the letters which will be used to form the image.
- The slider below the phrase sets how many letters will be printed across the page horizontally.
- The font button allows you to select a font. You should ignore the size part of the font dialog as that is selected automatically according to the "number of letters" slider explained above.
- The letters can take on a single solid color or change with the color of the original image
- The background can be the original image, or a simply color(s).

As usual you can activate the Wizard chooses checkbox (all other controls get greyed out) and push F8 a few times to see what images come up.

A good font to try is WingDings.

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Fallen Leaves effect

This effect can be used to reproduce the original image in the form of autumn leaves. You can choose from one two or three ways of affecting the leaves:

- Placing (piling) the leaves according to the original image. If you use this option then you can set roughly how much of the image is covered in % terms using the area % slider. This slider is ignored if the image is a binary one with few colors (i.e. the F7.JPG image).
- Angling the leaves according to the original image
- Changing the color, shading, of the leaves according to the original image

Note that you should choose at least one of the above options, and you can choose two or even all three. Note also that "original image" can change its effect on the leaves using Advanced Selection dialog (the  icon in the toolbar or the "Properties|Advanced Selection" menu).

You can also choose the background as:

- Simple background color(s) ,or
- The original image.

As usual, you can activate the Wizard chooses checkbox (all other controls get greyed out) and push F8 a few times to see what images come up.

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Tekno Fragmentation

This can be used to simulate a breaking mirror, or simply brightly colored fragments which follow the form of the original image.

You can choose the background colors, or use the original image, used for broken mirror effect

For a mirror-like effect choose both colors to come from the original image, as well as the background.

As usual you can activate the Wizard chooses checkbox (all other controls get greyed out) and push F8 a few times to see what images come up. Mixing. can have an interesting effect on the final image too.

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Problems?

Problems can be reported to technical support: ransen@nemo.it

So far the only reported serious bug in Repligator is that the program gives a "General Protection Fault" when exiting. This has happened once to one customer. You get an odd looking dialog saying that Repligator has had problems with memory. If this happens to you try reducing the accelerator functions of your graphics card.

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Vignette effect

The F11 key and the V icon in the toolbar give you an easy way of generating vignettes of your original image. A vignette has the original image clearly visible in the center of the the image, fading towards the filtered image at the outer edge.

Hitting F11 repeatedly, you will get a sequence of vignettes, rather like F7 but with the mixing always fixed at elliptical-outer-in, giving you that old style photo type oval look.

See also Mixing. In fact the Vignette effect is F7 with mix parameters set to Elliptical Out-In, Mix Sharpness set to 80% and Original Image set to 48. If you, after pushing F11, you find an image you like, but would like to alter the vignette settings simply use the mix dialog.

{button Click here to buy Repligator now (US\$ 34.95),EF('http://www.ransen.com/repligator/buy.htm',',1)}

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{button Click here to buy Repligator now (US\$ 34.95),EF('http://www.ransen.com/repligator/buy.htm',`,1)}

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The Pearls on Silk effect

This effect changes your image into pearls scattered on silk. You can set

- How many pearls are used.
- Roughly how much of the image area they can appear on (% of image area).
- What their radius is (measured as a percentage of the diagonal size of the image).

As with all effects you can get an idea of what is possible by pushing the F8 button, and the Wizard will show you variations on the theme. Use Advanced Selection dialog. ( in the toolbar) to make the silk look smoother.

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The Sharla Hicks Quilting WEB Site

To order from Sharla Hicks Quilting WEB Site go to:
<http://softexpressions.com/order/ordrform.html>

The site also has other programs and books about computer graphics related to quilting. The home page is:
<http://www.softexpressions.com>

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The Embroidery effect

This effect changes your image into some embroidered material

You can select

- The colors of the threads and the background colors .
- How much detail there is. The higher detail the more squares there are.
- The "coverage" how much of the embroidery is "filled in"
- The "age" of the embroidery. The older it is the less regular is the pattern
- Whether or not the embroidery has a checkered border

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The Color TeleVision effect

This effect changes your image into a close-up of a color television (Sony Trinitron). You can change the size of the phosphor pixels. Small size gives you more detail, whereas large size gives less detail.

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The Peeling Plaster effect

This effect changes your image into a wall with peeling plaster. The light parts of the image have plaster on them, in the dark areas you can see the wall behind the plaster. You can change:

- The "coverage" of the plaster, roughly how much of the image is plaster and how much wall
- The "thickness" of the plaster, the thinner the plaster the more wall you can see undulating the plaster
- The settings of the brick wall .

Of course you can invert wall and plaster using the Advanced Selection () dialog, and clicking on the Invert checkbox.

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The Mondrian effect

This effect changes your image into painting by Piet Mondrian (1872 - 1944). He was a founder of the de Stijl movement and chief exponent of NeoPlasticism, a rigorous abstract style based on simple shapes and pure colors.

Now you too can be an exponent of NeoPlasticism!

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Printing from Repligator

Under the File menu you will find two items for printing:

Printer Setup: Use this to change the printer on which to print, or to change orientation (landscape or portrait).

Print: Use this to send the current image to the printer. Repligator will center the image on the page, making it as large as possible with changing the ratio of length to height ("aspect ratio").

Tip: If you want to fill the page with your image, and the image is longer than it is tall, then use "landscape" in the printer setup.

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Brick Wall Settings

Currently two Xforms can have brick walls as a background: Ivy and Peeling plaster.

The brick wall dialog allows you to choose the:

- Size of the bricks
- Geometric regularity of the bricks
- Color regularity of the bricks
- Colors of the bricks and mortar

An extremely regular brick wall looks nice, but a little unrealistic. An extremely irregular brick wall looks like something out of a Looney Toons cartoon.

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Do you really care?

You are not telling me that you really care what this phrase means?

I don't!

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The Jackson Pollock Effect

Jackson Pollock invented "action painting" and "dripping". He threw and dripped paint onto a large canvas nailed to the floor.

Now you can do the same without the mess!

You can change:

- The length of the drips, (as a % of the diagonal size of the image)
- The width of the drips, (as a % of the diagonal size of the image)
- The number of drips
- The "external margin", which is how much Jackson avoids the edges of the image when dripping
- The background color(s)

Jackson Pollock had an alcohol problem and, as a result, died in a car crash in 1956.

See also Pop-Art , Marilyn Warhol and Tobey effects .

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Function and shortcut keys

The Pop-Art effect

This effect changes your image into a Lichtenstein-with-a-hangover image. Kinda psychedelic like man.

It should all be very clear what you can change, but one thing may be confusing. The four color divisions (from dark to light) may be inverted if the [Advanced Selection Dialog](#) is set to invert.

See also [Jackson Pollock](#) , [Marilyn Warhol](#) and [Psychedelic Art](#) effects.

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The Cubist effect

This effect changes your image into a painting by a cubist. The only thing you can alter (these Cubist types are pretty independent!) is the feature size, which is a rough measure of the size of the shapes into which the image is divided.

Cubism was invented by Pablo Picasso and Georges Braque at the beginning of the previous century. The 3d object seen by the artist is redefined in 2D terms on the canvas by the artist.

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The Vorticist effect

This effect changes your image into a painting by a Vorticist. The name Vorticism came from a remark by the Italian Futurist Boccioni that all creative art comes from an emotional vortex. Founded by Wyndham Lewis in 1914 this short lived movement did not survive World War One.

Since the Vorticists can tend to destroy your original image you can use the Even Mix. option to allow a part of the original image to show through.

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The Crazy Paving effect

This effect changes your image into a crazy paving garden path created by a deranged architect-gardener.

The function of most of the sliders and edit boxes are self evident. Letting the Wizard choose is, as always the best way of experimenting with the effect.

The tile size is as a percentage of the diagonal of the original image.

When "grass through cracks" is set to 0 then no grass grows between the tiles.

The "merge with tile color" slider controls how much the tile color is imposed on the original color of the image when drawing the tiles. With merge set to 0 (extreme left) none of the tile color is visible. With merge set to 1 (extreme right) all the tiles have the same color, which can be changed with the tile color button. A good compromise is somewhere in the middle.

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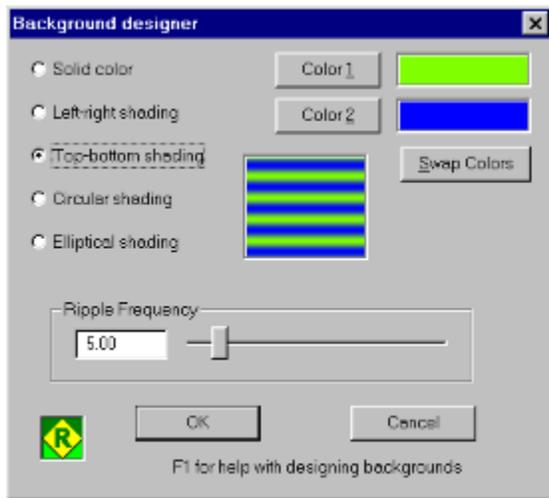
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The Background Designer Dialog

Some effects have a "background" button, and clicking on that will give you this dialog.



You can choose to have a simple single solid color as the background or something more dramatic. In the above example I've chosen top to bottom shading repeating 5 times with green and blue as the two colors.

What is the difference between circular and elliptical? If the image is square, nothing! But if the image is not square, like a long rectangle or a tall rectangle, the elliptical shading will be "distorted" to fit inside the rectangle.

If you choose "Solid Color" then you can only select one color and the Color 2 and Swap buttons will be greyed out.

The Swap button would change (in the above example) Color 1 to blue and Color 2 to green.

When the ripple frequency is close to 0 you will see no ripples of color. As you increase the ripple frequency the shading will repeat itself.

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GIF files and animation

Due to licensing difficulties (rather than technical ones) Repligator does not support the GIF format. However you can easily copy and paste images between the Repligator window and a paint program window (for example Paint Shop Pro).

This means that you can use the paint program to read GIF images and paste them into Repligator, and, vice versa, paste Repligator images into the paint program and save them as GIF images.

Animation? With the same technique of cut and paste you can use Repligator images as starting point for GIF animations, pasting them into your GIF animation program (Animation Shop for example)

While GIF was once very popular for still images on the WEB (and is till about the only choice for small animated images) JPG and PNG are probably better suited to photographic still images, and images with many colors and delicate shades. Repligator supports both JPG and PNG.

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Choosing colors with Repligator

When you click on a color selection button you are presented with a palette of predefined colors. You can choose one of these predefined colors or click on "define custom colors".

When you define custom colors you can drag the target cross (with the mouse) to change the base color and saturation, and move the triangle up and down to change the brightness of the color. There is no need to click on "add to custom colors" simply click on OK.

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The Futurist effect

An avante garde movement founded in Milan Italy, (where this program comes from by the way) in 1909. The Futurists were fascinated by "modern" technology, transport, communications, machinery. The Futurists aimed to capture speed and movement in their still canvases and sculptures. Umberto Boccioni and Giacomo Balla are two futurist artists you may want to find out more about.

The last slider of the three in the dialog needs explaining. The more towards the left this is the more the image is composed of triangles. The more towards the right this is the more the image is composed of quarilaterals.

Since the Futurists tend to destroy your original image you can use the Even Mix. option to allow a part of the original image to show through.

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If you enjoy using Repligator, you'll probably love Gliftic too!

Gliftic is a completely new way of creating graphic designs. Instead of starting with an image (which is what Repligator does) you start with an idea! Offering the ease of use of Repligator, you can create fresh, colorful and interesting designs, and make them tileable (for your WEB pages or desktop) at the click of a mouse button!

As you've probably found out with Repligator, only playing with the demo do you get a real idea of what Ransen Software graphics programs can do, and how easy they are to use, so...

{button Show Me The Gliftic WEB Site,EF('http://www.gliftic.com/',',1')}

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The Bridget Riley Effect

Bridget Riley (1931 -) is a leading optical art painter. This effect turns your image into an op-art painting in her style, but with the addition that the contours can follow your original image.

As usual push F8 to experiment with the settings automatically, and double click on the image to set the settings manually. If you clear the Wizard check box you can choose

- 1) The frequency of the undulations across the image.
- 2) The amplitude of the undulations
- 3) The color of the undulations at the top and bottom of the image
- 4) The background color, shading or image
- 5) How much the original image affects the undulations
- 6) The number of undulating lines down the image

If you set this effect manually you will have best effects by setting the *smoothing* in the Advanced Selection dialog. () to *high*.

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Function and shortcut keys

The Number Puzzle Effect

This effect chops your image into squares (sometimes numbered) and shuffles the squares around for you.

As usual you can leave the wizard to choose everything, and push F8 to get several versions of this effect on your image. Or you can:

Set the number of squares (in the x direction).

Set how much the squares are scrambled (0 = not at all scrambled, 100 = very very scrambled)

Set if the squares have numbers in them.

Set the color of the numbers and the edges of the squares

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The Dalmation Illusion Effect

This is a famous black and white photo of a dalmation dog on a spotty black and white ground, which, sometimes simply seems a mess of black and white blotches, and sometimes you can see the dog. This effect does the same thing to your photos! The dialog shows settings for part A of the photo (imagine this as the dog part) and part B (imagine this as the ground part). The trick is to have the settings sufficiently different to just be able to see the object in the photo. This effect works best with simple images of blocked color.

As usual you can leave the wizard to choose everything, and push F8 to get several versions of this effect on your image. Or you can:

Set the size of the blotches in either the A or B parts.
Set the number of blotches in either the A or B parts.
Set the color of the blotches and the color of the ground.

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The Warp Print Effect

When textiles are made the warp is the yarn which is strung lengthwise. The weft (or woof) is strung horizontally. Warp printing involves printing on the warp yarn before it is combined, by weaving, with the weft. Since only half of the textile has an image, and is in fact interleaved with the unprinted weft, the resulting image has a soft blurry effect. Further, traditional textile printing which used this technique had a limited number of colors. This effect allows you to see what your image would look like if it were warp printed

As usual you can leave the wizard to choose everything, and push F8 to get several versions of this effect on your image. If you clear the "Wizard chooses" check box you can choose:

The number of "warp lines" which are visible (because of "misalignment")

The length of the "warp lines"

The colors used in the printing.

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The Image Chaos Order Effect

This effect will mess up your image, and then recombine it into some sort of order. The idea came from looking at works by Anna Chupa (assistant professor at Mississippi State University, USA) and the series of psychedelic paintings "This Is Dedicated to the One I Love" by Robert Yasuda.

If you clear the "Wizard chooses" check box you can choose:

- 1) How many sub-divisions of the original image are made
- 2) What the centers of the subdivisions are (ellipses, rectangles, triangles or a mix).

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The Indigo Effect

Indigo is a color, but it is also the name given to a certain style of textile which uses the natural indigo dye as a base for white dotted patterns. Indigo is a traditional dyeing technique, and the designs are characteristic and immediately recognisable.

As usual it is best to switch off mixing and use the F8 key to have an idea of what images this effect can create.

Manually you can choose:

The background color.

The dot (foreground) color.

The background level (parts of your original image below this level will be shown as regularly patterned areas.

Above this level there will be lines of dots following the original image).

The dot color variation and the dot size (a % of the diagonal of the image).

The "density" of the background pattern, i.e. how often it is repeated.

The type of the background pattern, from a simple single dot, to 4 dots arranged as a diamond pattern.

Line "density", i.e. how easy it is to recognise lines of dots as coming from the original image.

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The "Ethnic" Effect

Some beautiful traditional ethnic textiles have colorful repeating patterns dyed into or painted onto them, and this effect does the same thing to your image, but allowing, in a strange way, a part of your image to show through. You can change the basic pattern, and how often it repeats horizontally and vertically.

You can change the "pattern power". A pattern power of 100 means that your original image will not effect the final image at all, which will be make up totally of the regularly repeated pattern. A power of 50 means that half of the image will come from the pattern and half from your original image. And so on.

You can also decide on the palette of colors which the effect uses. Switching off "Wizard chooses", then double click on the color rectangles to change them.

This effect works best on images with large expanses of roughly the same color, for example a photo with a large area of sky in it.

Advanced mixing is also useful with this effect sometimes.

As usual push F8 to experiment with the settings automatically, and double click on the image to set the settings manually. Anti-aliasing (image quality) does not change the final image at all with this effect.

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The Spider's Web Effect

This effect draws a spider's web over your image, or over a colored background. Imagine that the Web on a cold morning when dew is forming. The pattern of dew follows your original image.

As usual push F8 to experiment with the settings automatically, and double click on the image to set the settings manually. If you clear the "Wizard chooses" check box you can choose:

- 1) How many concentric rings in the web
- 2) How many radial lines in the web
- 3) How far gravity pulls the web downwards
- 4) How wobbly (ungeometric) the web is
- 5) How big an area of the web has dew on it (following your original image)
- 6) The color of the dew
- 7) The color of the web threads
- 8) The background color/image

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The Cross Stitch Effect

The effect turns your image into a cross-stitch picture. 25 colors are chosen for the threads and the image is constructed from crosses using these 25 colors.

As usual push F8 to experiment with the settings automatically, and double click on the image to set the settings manually. If you clear the Wizard check box you can choose

- 1) The number of cross stitches horizontally (the number of vertical ones will be worked out automatically)
- 2) The colors to use (double click on the color)
- 3) Whether the background is a solid color, a graded color or the original background image itself.

Hints:

You can brighten the resulting image in two ways:

- 1) Clear the "Wizard chooses" check box and double click on the darker colors in the selection. Replace the darker colors with brighter colors.
- 2) Choose a brighter background color

If you have a high setting for the number of cross-stitches you can get a tapestry effect.

You may get what look like horizontal or vertical lines in the final image. You can usually get rid of these by changing the number of crosses horizontally slightly, for example from 120 to 121.

Image quality dialog can have a big effect on this image, so it is worth setting it to High if your image is not large.

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The Mark Tobey Effect

The effect turns your image into a painting by Mark Tobey (1890 - 1976). Actually it doesn't, because most of his work was purely abstract, with no hint of any underlying image. In many paintings he created a rough ground and then drew/scratched marks/hieroglyphs on top of it.

As usual push F8 to experiment with the settings automatically, and double click on the image to set the settings manually. If you clear the Wizard check box you can choose

- 1) The number of marks he makes
- 2) The % area of the canvas where marks are present
- 3) The main mark color
- 4) The two background colors which form the rough background

Usually the Wizard will choose standard Tobey greys and blacks, but now and then it goes gah gah and chooses wild colors, of which the original artist may not have approved. See also the [Jackson Pollock](#) effect.

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The Dice Effect

The effect turns your image into an array of of dice, the face value of each one depends on the original image.

As usual push F8 to experiment with the settings automatically, and double click on the image to set the settings manually. If you clear the "Wizard" check box you can choose

- 1) The number of dice horizontally.
- 2) The % area of the image covered by dice.
- 3) The background (solid, graded or image).
- 4) The colors of the dice and the dots.

When you have a large number of dice it is best to increase the number of dice horizontally to medium, else you will not be able to see clearly the dots on the faces. Increasing the number of dice obviously reduced their size.

Image quality dialog can have a big effect on this image, so it is worth setting it to High if your image is not large.

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Advanced Mixing

Apart from normal mixing (see this mixing tutorial too) there is a mixing option Hue Saturation Value. What this does is place the effect in the original image only where certain colors or brightnesses occur (in the original).

To experiment with advanced mixing options:

- Open BlueCar.Jpg in the Repligator directory and let Repligator apply some effect to it.
- Click on the blue M mixing icon in the toolbar () and choose Hue Saturation Value in the "Mix Type" combo box. Now click
- Click on the HSV Advanced Selection button.
- In the dialog box you can see the blue car shown in black and white. Where the image is white the effect will show, where the image is black you original image will show. Where the image is grey there will be a mix between the original image and the image after the effect.
- Drag the Saturation slider up to maximum, notice how the grey thumbnail changes.
- Drag the Hue (color) slider up to about 61 degrees (this is the hue value of yellow). Notice that the blue car is now black.
- Click on ApplyNow in this dialog and the ApplyNow in the mix dialog
- The effect will be less visible on the blue parts of the car than on the rest of the image.

Here is a further explanation of Hue Saturation and Value which is also used in Advanced Selection (which is different from advanced mixing).

How much RAM (memory) does Repligator need?

RAM is the memory in your computer used for calculation and temporary storage. Your hard disk capacity is a different thing and is used for storing your data permanently (your images or documents etc).

Here is how to work out how much RAM a single image needs:

Normal Quality Bytes = Width * Height * 3
High Quality Bytes = Width * Height * 12

If the number is close to how much RAM you have installed in your computer it will be very very slow. Take for example a 1000*500 image:

Normal Quality Bytes = 1000*500*3
= 1,500,000
= roughly 1.5 Mega Bytes

High Quality Bytes = 1000*500*12
= 6,000,000
= roughly 6 Mega Bytes

The larger the image the less need there is for high quality setting because the jaggies are less noticeable. With small images pixels are relatively larger and so high image quality can improve the final image.

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The Hermann Rorschach Effect

In psychology the Rorschach test (invented by the Swiss psychiatrist Hermann Rorschach) is used as a method of diagnosis by using symmetrical ink blot patterns. Although still widely used, there has been *no hard concrete research* which confirms the idea.

However symmetrical ink blots come up with some nice images sometimes, and this effect takes the general shape of the blots from the image, occasionally adding color

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The Abstract Art Frame Effect

This effect frames your image with "abstract art". Generally the image in the center is little changed and around the edges are some abstract disks and polygons. You can change the number of polygons and disks, and whether they take their colors from the original image or randomly choose them.

This effect automatically selects the [mixing parameters](#) for you, but of course you can choose them manually for yourself.

If you want really abstract art with no reference at all to the original image then select the colored background (not the image background) and let the colors be chosen randomly. After the image has been generated use the [mixing diaog](#) to choose "no mixing"

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The Pointillism Effect

This effect turns your image into a pointillist painting. The pointillist technique in painting was developed by the French painter George Seurat (1859-1891) in the 1880s. Small dabs of color are placed side by side to create an impression of shimmering light when viewed from a distance.

This effect uses 25 colors to reproduce the original image, and if you disable the wizard chooses option you can choose these colors yourself. You can also choose how well defined are lines of dots (which follow the contours of the image) and how thickly the "points" painted. The size of the dots is a percentage of the diagonal size of the image.

Since the points are quite small changing the [image quality](#) to high can improve the look of the effect quite a lot,

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The Spectral Transform Effect

This effect will change the colors and intensities of your image in drastic ways.

Color:

The sliders between the two columns of colors change how one color is transformed into a different one. The column on the left is the color in the original image, and the column on the right is what it will be transformed into in the final image. When you switch off the Wizard you can move the sliders to select how the colors are transformed.

Intensity and saturation.

The intensity of part of an image is how bright that parts is. You can invert the brightness. The saturation of part of an image is how "pure" the colors are, you can invert the saturation.

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Tips for Digicam users

Digital cameras often take photos at a very high resolution (say 1024 to 2048 pixels wide). These large sizes may be bigger than your screen. Here are two tips about how best to handle large images in Repligator.

If you want to use the images on the WEB (or to a lesser extent as attachments to email), then you need a smaller size image, at the very most 800 pixels wide, and more normally between 300 to 600 pixels wide. In this case open the image in your graphics editing program (like Paint Shop Pro) and reduce the size (by say 50%). Now bring in the reduced size image into Repligator via the clipboard or as a file.

If, on the other hand, you need the high resolution preserved (maybe you want to print it at A3) then when you bring in the image to Repligator you can reduce its *apparent* size by zooming . You can use the view menu, or the zoom icons in the toolbar 

, or the numeric "-" key. That way you can *see* the whole image on the screen at once, but the full resolution is preserved. Note that the title bar of the image tells you the zoom % when it is not the normal 100%.

If Repligator notices that the image will not fit in the window it will ask if you want to unzoom it to a low zoom, like 60% or 30%.

See also [Automatic Zoom Reduction](#) and [Image Quality](#)

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Automatic Zoom reduction for large images

When you first open an image, if Repligator notices that it will not fit in its window, Repligator will ask if you want to reduce the *apparent* size of the image by using a low zoom, like 60% or 30%.

You can see it "real size" (i.e. a zoom of 100%) by using the View menu , View Size Normal item (or control-W on the keyboard)

Note that though the image only *appears* smaller when zoom is below 100%, it still occupies the same amount of memory in your computer, and the quality of the image is unchanged.

See also:

[Tips for digital camera users.](#)

[Zoom commands.](#)

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Colored Balls Effect

This effect throws colored balls over your image, the color of the ball depends on where it has fallen. The colors are taken from the original image.

As usual it is best to initially let the wizard choose, and repeatedly using the F8 key. You can change, manually, the following properties of the effect:

How many balls are in the drawing.

The average size of the balls.

The amount of variation from the average size.

The direction and color of the highlight on the ball.

Whether the background of the new image is a color (with or without gradients) or the original image

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The Monitor Effect

This effect reproduces your image as if it was on one of those old green or orange monochrome monitors. Oddly enough a small number of lines sometimes gives a more interesting effect.

You can set the number of horizontal lines in the image, and the maximum height of the line. You can also set the background background to be a single color or a mixture of colors or the original image itself.

When the original image is small (less than 500 pixels on a side say) changing the image quality , can considerably improve the final look of the image.

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The Parnassum Effect

This effect is based on a painting by Paul Klee called "Ad Parnassum" (1932). Parnassum is the name of the house of Apollo and the muses.

You can change the number of tiles horizontally and the width of the lines used to draw the "spaces". The first "space" is the painting itself, the other "spaces" are polygons within the image. You can choose the number of "spaces" too of course.

You can set the background background to be a single color or a mixture of colors or the original image itself.

See also the the Paul Klee Effect.

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The Sonar Effect

This effect changes the original into a sonar image (or maybe a blurry ecograph). As usual it is best to let the Wizard choose initially, and subsequently using the F8 key to make variations on the effect.

You can change the area of the image which is accessible to the Sonar, other areas will be a uniform color. You can also add noise to the image (to make it look more grainy) by setting the noise to more than 0, 0.2 or 0.3 are good values.

When making a manual settings the effect can benefit from using the Advanced Selection dialog. (the  icon in the toolbar or the "Properties|Advanced Selection" menu). Simply up the smoothing level to somewhere between midway and the maximum. If you use F8 the wizard will do this for you.

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The Newsprint Effect

This effect changes the original into photo in a newspaper, with the characteristic black and white disks of varying sizes which normally you can only see in close-up.

The wizard often selects standard black and white colors, but will occasionally select stranger colors and even gradients sometimes. You can of course force strange colors and gradients yourself by switching off the wizard chooses check-box.

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The Spiralize Effect

This effect draws spiral paths of objects, the colors of which are based on the original image.

You can choose the objects to be squares, disks, diamonds, triangles or a mixture of all four. You can also decide whether or not the objects have a border and the color of that border.

The "number of arms" in the dialog refers to how many spirals will be drawn (all from the center and equidistant from each other).

The "number of shapes" refers to how many shapes there are along each "arm".

The "radial speed" refers to how much the arms twist, at a "low speed" they are almost straight, at a high speed they curve more.

The shape size is the size of the shape as a % of the diagonal of the image.

You can choose the background to be a gradient or the original image.

Image mixing. can be effective with this effect.

See also the Spirals Effect.

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The Emergence Effect

This effect shows only a part of original image over a background. The image *emerges* from the background. The higher the area setting the more the original image is visible.

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The Checker Mixing Dialog

(To get to this dialog choose the [mixing options](#) and from the drop down list choose "Checker". Then click on the options button.)

This mixing option blends the original image with the filtered image in a chess board pattern. You can choose how many rectangles there are horizontally and vertically.

The black areas in the chess pattern shown in the dialog indicate that original image will be visible, the white areas indicate that the filter will be applied to those areas. Click inside the pattern to invert black and white.

See also [mixing options](#)

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The Graded Dots Effect

This effect draws dots of different sizes according to the brightness of the underlying image.

You can choose the dot color and the dot size (i.e. the maximum size of the dots).

You can also choose to draw an outline, its width, its thickness, its color and at what level in the image the outline is drawn. A thickness of 0 means that no outline will be drawn.

You can also choose the background color(s).

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The Colored Contours Effect

This effect draws contours of different sizes, following the edges of your original image.

You can have up to 8 different contour levels, and each level can have a different color. You can choose the contour width (as a % of the diagonal size of your image).

You can also choose the background color(s).

See also the Relief Map Effect.

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The Spirals Effect

This effect draws spirals whose size, color, angle and length depend on the underlying image. The combo boxes allow you to choose if the spiral's diameter (or angle or length or color) depend on the underlying image. If they do not depend on the underlying image then these settings can be fixed or random.

Of course can also choose the background color(s).

See also the Spiralize Effect

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The Sliced Image Effect

This effect slices your image into vertical strips arranged in one of three ways:

In a wavy curved arrangement where you can change the frequency of the waves.

In a linear arrangement which makes the image appear to "ramp up" or "ramp down".

In a random arrangement, where each vertical strip is shifted up and down randomly.

Since shifting the strips vertically means that you can see "behind" the image you can change its background color(s).

The size of the shifts can be changed too.

You can get curvy warpy effects by:

Choosing "curved" from the list, and

The number of slices to 150 or more, and

Setting the size to be 0.1, and

Setting the frequency to be 2.0

Have fun!

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The Sepia Print

This effect turns your image into an older looking, warmer, sepia toned print.

This effect also lets you choose to have the image framed with the color of your choice. The frame width is a % of the image diagonal.

Strange effects can be obtained by not sticking to sepia tones in the color selection, but changing (for example) the darkest sepia tone into (for example) blue.

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The copying and pasting with added borders

If you do not understand Copy and Paste then please click on the links below here before reading this page.

[How to import an image from another application .](#)

[How to export an image to another application .](#)

Pasting with an additional colored border.

If you want to paste an image into Repligator with an additional border you can use the Edit Menu menu item "Paste Bordered...". This will bring up a dialog box where you choose the size of the border and the color of the border. Once you have clicked OK the image in the clipboard will be pasted into Repligator with a colored border.

Copying into the clipboard with an additional colored border.

You can copy the current image in Repligator with an additional border. This means that when you paste into another application it will have an extra colored border around it. Use the Edit menu item "Copy Bordered..." and select the size and color of the border you want. Note that you will not see any new image in Repligator, but when you paste into another application you will see the image with the border you selected.

Note: You don't normally want to use both Copy Bordered and Paste Bordered with the same image, unless you want two different sized and different colored frames around the same image.

See also [Magic Framer.](#)

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The Diamond Drops Effect

This effect scatters diamond shaped drops over your image. The colors of the drops depend on the color of the image under the drop. You can change the geometry of the drops as well as the [background](#).

It is possible to do chevrons with this effect too. Try setting the length to 1 and the width to 15. . . !

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Multiple image generation with a single click.

Instead of going to the hard work of pushing the F7 (or F8 or F11) button 40 times (to create 40 variations on your image) it is possible to get Repligator to do it for you:

Click on in the  icon toolbar, or the Multiple Images item under the Sequence menu, alternatively use the F12 key.

The dialog which pops up lets you choose a sequence of:

- Completely random effects (equivalent to the F7 key)
- Variations on the current effect (equivalent to the F8 key)
- A set of vignette effects (equivalent to the F11 key).

There are two ways to stop the generation once it has started:

- Click on the STOP icon in the toolbar (maybe repeatedly, Repligator gets carried away sometimes).
- Hit the ESCAPE key on your keyboard (maybe repeatedly, Repligator gets carried away sometimes).
- Click on any Repligator image window.

Repligator will create up to 40 new images in the sequence, but will create less if the current sequence has space for less than 40.

See also

- [Image Sequencies.](#)
- [Sequence Overview Dialog.](#)
- [The Magic Framer.](#)

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The Ribbons Effect

This effect places ribbon like objects in your image, either over a colorful [background](#) or over the original image itself.

The ribbons are of 2 colors, a third color is used for the edge of the ribbons. You can change the width of the image, and the density of the ribbons (i.e. how many ribbons are drawn in the image).

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The Ditsies Effect

Ditsies are the small frivolous elements in textile designs. Traditional textile designs usually have a limited number of colors and this is shown in the dialog box by the 16 colors (which you can change if you switch off the "Wizard chooses" check box).

You can also change the area covered by the ditsies, their density, size and line widths.

See also the [Warp Print Effect](#).

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The Magic Framer



Automatic one click method:

The magic framer is a *one click* way of creating up to 40 variations of your original images with an extra frame and the effect applied as a vignette (so the center of your image remains unchanged).

Open an image file as normal (or bring in an image using the clipboard) and select None as the effect. Now push the F key on your keyboard, or choose Magic Framer from the Sequence menu, or click on the  icon. Repligator will start to create a set of images which are variations on your original image with a frame and various effects around the outer edges of your image.

Manual method:

If you want to try a similar technique, but manually with more control, here are the steps:

- Step 1. Get your original image into Repligator.
- Step 2. Use the **Edit** menu item **Copy to Clipboard** item.
- Step 3. Use the Edit menu item **Paste Bordered**.
- Step 4. Select a border size (as a percentage of the size of your image), and a color and click on **OK**.
- Step 5. When the filter choice dialog pops up, click on **None**.
- Step 6. Push the **F12** button and choose **Random Vignettes** in the dialog.

See also [Multiple Image Generation](#).

See also [Copy and Paste Bordered](#).

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The Psychedelic Art Effect

This effect turns your image into a painting in the style of the Psychedelic artists of the 1960s.

You can choose the colors used in the image, as well as the size of the disks. You can also choose whether to use the original image as a background, or some solid or shaded combination of colors.

See also Pop Art.

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How to upgrade to the new version of Repligator

If you own any previous version of Repligator you can upgrade to the most recent version for US\$15. Contact support@ransen.com for the upgrade URL or click on the button below to go straight to the upgrade payment and delivery page:

{button Click here to buy the Repligator upgrade now (US\$
15),EF('http://www.alberts.com/ambry/upgrade?product=714','',1)}

Only previous owners will be allowed to upgrade.

Log files of Repligator

Repligator keeps a temporary technical log of its operations in a text file which is known as a "log file". The log file helps in case of errors, especially if there is a crash. The log file tells the programmer what the program was doing just before the crash and hence helps locate the problem.

If Repligator crashes then you can help the Repligating community by sending the log file to support@ransen.com *before* running Repligator again. You have to do it before running Repligator again because the file will be erased within a few new sessions of Repligator.

You will find the log file, called RepLog.Txt, in the RepliTemp directory of the Replig folder. In other words the "full path name" of the log file is usually:

C:\Program Files\Replig9\RepliTemp\RepLog.txt

The file is a normal text file and you can view it with any text editor, but don't change it!

The Replig9.Ini file (in your Windows directory) allows you to turn logging off, simply by adding (or changing) this entry:

```
[VARS]
LOGGING=0
```

Don't touch the INI file if you are unsure about what you are doing!

